acceleration of
SUGURI
マクセラレーション オブ スグリ
EDITION
EVERYONE 10+
10+
CONTENT RATED BY
ESRB
PS3
PlayStation.3
PlayStation.Network
SOE
SONY ONLINE
ENTERTAINMENT
ROCKIN' ANDROID
橙汁
FROM ORANGE JUICE

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures, or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN

Use and handling of video games to reduce the likelihood of a seizure

• Use in a well-lit area and keep as far away as possible from the television screen.
• Avoid large screen televisions. Use the smallest television screen available.
• Avoid prolonged use of the PlayStation® 3 computer entertainment system. Take a 15-minute break during each hour of play.
• Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the Wireless Controller motion sensor function. When using the Wireless Controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PlayStation® 3 system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PlayStation® 3 system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Consumer Service/Technical Support Line 1-800-345-7669

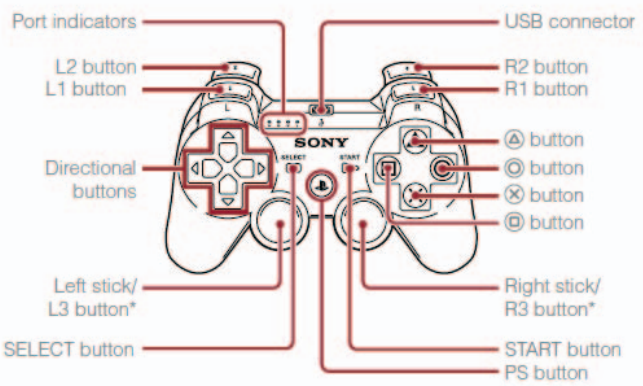
Call this number for technical support, installation or general questions regarding PlayStation® 3 system and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

Table of Contents

Setting Up 02
Introduction 03
How To Play 04-06
Characters 07-11
Trophies 12
Ranking 13
Credits 14-17

- SETTING UP -

SIXAXIS™ Wireless Controller



* The L3 and R3 buttons function when the sticks are pressed.

How to Download the Game:

This game can be downloaded via PlayStation®Store using PlayStation® 3 system.

Please Note:

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

Saved data for PlayStation® 3 system

Data for the PlayStation® 3 system is saved on the system's hard disk. The data is displayed under Saved Game Utility in the Game menu.

- Introduction -

After a long series of meaningless wars, the Earth's life was fading. These wars resulted in many deaths and a great loss of natural resources. The world was left in such a state that many survivors chose to leave it behind and face an uncertain future elsewhere.

Through massive research and development, the remaining survivors eventually found a way to heal the Earth, codenamed "Project One."

The result of Project One was a girl named Suguri. Over many years, Suguri worked singlehandedly to restore the planet, and it gradually came to life once again.

Everything was peaceful, until that day when an unidentified object was sighted in the sky. Suguri set out to investigate the mysterious flying object, but what she found was beyond what she could have imagined.

The unidentified object falling from the sky was actually an alien colonization ship. An alien race was invading the little planet she had worked so hard to restore! Many poor children had been modified for battle and sent forth to fulfill that end. Suguri found the enemy's plans absurd. "We should all be able to live together!" In the end, Suguri was able to save the colonists from their leader's evil ambitions.

Everyone from the colony ship migrated to the Earth, and things were peaceful once more. Suguri's new friends needed time adjust to life on Earth, but there was nothing to stop them from finally achieving their dreams.

The peace continued, until one day...

Suguri and the others were preparing a party to celebrate how things had turned out.
That's when it happened; Yet another mysterious object fell from the sky.
It seems yet another strange little war was about to erupt...

- HOW TO PLAY -

MAIN MENU

ARCADE: Play campaign arcade mode and additional story modes.

VERSUS: Play 1 on 1, Practice and CPU battles.

REPLAY: Watch previously recorded battles.

RANKING: Check local and online leaderboards to see who's ranked #1 (internet connection required).

YouTube™: Upload battle replays to your YouTube™ account. (YouTube™ account and internet connection required) *Screen options may vary.*

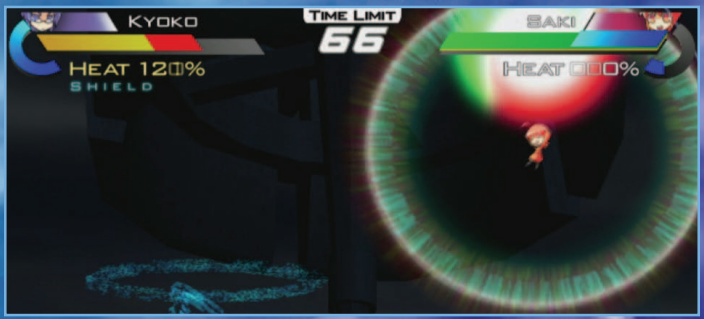
OPTIONS. Customize; effects, BGM, display and button config.

STORY MODES:

STANDARD: Play through the game in arcade style, facing one opponent after another.

FALLING WONDER: A story mode about the preparations for a holiday party and some unexpected surprises.

PUDDING DEITY: Saki happened upon a recipe for a delicious sweet. Could there be more to it than meets the eye...!?

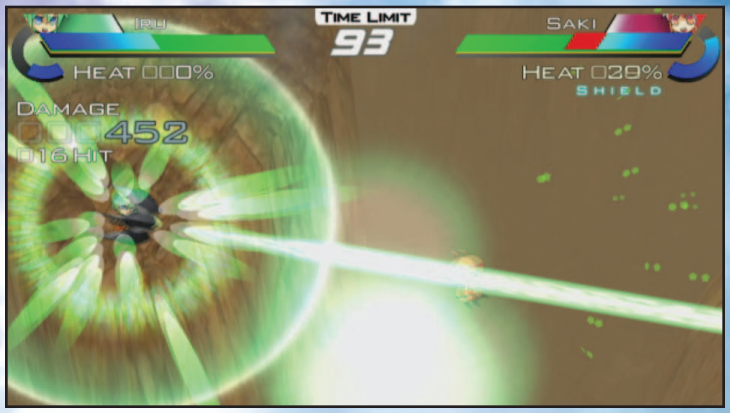


BASIC RULES: You fight your opponent 1 on 1. To win, reduce your opponent's Armor Gauge to 0.

HEAT GAUGE: When you Dash, your Heat increases. If you get hit, the damage is increased based on your Heat. Standing still will help you cool off.

DASH CANCEL: If you dash during a weapon attack, you can cut the after-attack delay in half. However, the Heat Gauge will rise more than it usually would when dashing.

LINKING: At the end of some attacks, you can link into different attacks. You can attack again immediately, making use of any holes in the enemy's defensive strategy. However, some of them require the attack to hit first.



GAME SCREEN

1. ARMOR GAUGE: Decreases when you take hits. When it reaches 0, you are defeated.

2. HYPER GAUGE/STOCK COUNT: Shows your current amount of Hyper Gauge and Hyper Stocks. When you have stocks, you can expend them for powerful attacks.

3. HEAT GAUGE: Your current Heat. It turns red as it rises.

4. SHIELD: Shows whether you can shield or not.

5. COMBO/DAMAGE: Shows how many hits and how much damage you've done in a short time.

6. TIME LIMIT: Shows the amount of time allowed for the fight. When time runs out, the person with the highest Armor Gauge is declared the winner.

CONTROLS (Default Settings)

Controls may be changed within the Options menu.

PRIMARY WEAPON	✕
SECONDARDY WEAPON	○
DASH	□
HYPER	△
SPECIAL	L1
GUARD	R1

- characters -

continued

Born from mankind's last attempt to cleanse the planet known as Project One, she was created by her father and other researchers to bring peace and balance to the world. Though she has a naturally kind disposition, she is a fearless defender in the face of those who would do harm to her friends and the environment. Her trademark weapons are her purple beam saber and a beam rifle. Short and easily annoyed when others bring attention to that fact, Suguri's youthful looks and vitality betray her old age, making her a powerful force to be reckoned with.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

nanako

Nanako came to Earth in an alien colony ship with her friends after being forced to fight Suguri in the past. Normally blunt and moody, Nanako tends to be rather stoic when things are serious. Still, she has quite a temper, and is known to be emotionally unwieldy and bossy with her friends sometimes. Her trademark weapon are her floating auto-attack pods, called "Bits".

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

- characters -

continued

Kae

Kae is from the alien colony ship, and has been somewhat scarred by how her old leader treated her. Known for her curvaceous body and fiery personality, Kae really enjoys a good fight. Often smiling and laughing, she enjoys fights with only those she likes and gets along with. Though she hates the dark, with a huge affinity for the sun, she's a fearless opponent. Her trademark weapon? Her own two fists.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

Kyoko

Another one of those who came from the alien ship. Very much the most mature and "mother-like" of the group, she is very knowledgable, and very well may have been a scientist on the colony ship. Caring, cool and level-headed most of the time Kyoko's trademark weapons are lasers and big round icecubes.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

- characters -

continued

Hime

Hime is known as the “Guardian God” of the colony ship the bosses came to Earth in. Like Suguri, Hime looks very young despite her old age. Generally calm and collected, she sometimes loves to “dance” in the Earth’s skies, flying around and spinning, and can even enjoy a good fight. And though she will sometimes frown in annoyance, Hime’s gentle smile rarely escapes her, uttering no more than an “Oh, my” if something unpleasant comes her way. Her trademark weapons are light arrows of red and blue, and chains that appear to spring from the red gem on the front of her outfit.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

Sora

A figure emerging mysteriously from the world’s past, Sora is a girl who was suddenly drawn to join the army at a young age with barely any experience in the world. After witnessing the senseless death of an innocent girl, she had a sudden change of heart and left the army. Now, Sora has taken it upon herself to help clean up the world and rid it of the awful war that has devastated the planet. Ever vigilant, Sora always appears as if she’s ready to spring into action. Her trademark weapons are similar to Suguri’s, except that her beam saber is green.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

- Characters -
continued

An alternate, Pod-using version of Suguri. Though similar to the original Suguri, her green auto-attack Pods make her very distinct. While she otherwise fights similarly to the original Suguri, players using this version of Suguri will have to find new strategies, and will present a different challenge to their opponent.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

SUGURI-SP

An alternate version of Suguri, specializing in melee attacks. While she's the same character at heart, twin beam daggers are her weapon of choice here. Boasting an entirely different style from the ordinary Suguri, she has to find ways to get in close to her opponents without allowing herself to be put into danger.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

- Characters -

continued

no name

A robotic clone of Shifu, the mad scientist who instrumented the alien colony ship's arrival and the war that followed. With a personality that is quite different from his original counterpart, NoName is a very human-like cunning pervert with a weakness for women. In fact, he hardly bares any robotic qualities except for the way he sometimes speaks. NoName is on a mission to create an army of servants to keep all to himself. His main weapons are robot enemies from Shifu's old army and a giant robot hand.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

With a name that doesn't actually appear to stand for anything special, QP is a dog girl of Pomeranian stock, with a pair of dog ears, a tail and strange skin color as the only visible indication of her canine qualities. Her personality is very happy, and she wears a smiley face badge on her jacket. In the story, she appears as the "Pudding Deity", who has come to make sure Saki does not misuse the "Weapon of Ultimate Sweetness." However, it appears that in her original life, she loved cooking in general, although pudding was still her favorite treat. She rides around on top of two penguins, which are blue and pink, and attacks using her "RabBit" – a rabbit that shoots bullets from its mouth.

FOR MOVES AND WEAPONS
WWW.SUGURIGAME.COM

- TROPHIES -

TROPHIES

- BRONZE -

YOU'RE COOKED
Defeat Saki in Normal or Hard Arcade Mode before time runs out.

PEW PEW, IRU IRU
Defeat Iru in Normal or Hard Arcade Mode before time runs out.

NAPOLEON COMPLEX
Defeat Nanako in Normal or Hard Arcade Mode before time runs out.

BURNING UP ON RE-ENTRY
Defeat Kae in Normal or Hard Arcade Mode before time runs out.

YOU'D BETTER ICE THAT
Defeat Kyoko in Normal or Hard Arcade Mode before time runs out.

THERE CAN ONLY BE ONE
Defeat Suguri in Normal or Hard Arcade Mode before time runs out.

DANCING DAYS
Defeat Hime in Normal or Hard Arcade Mode before time runs out.

FLOAT LIKE A BUTTERFLY
Win a fight without taking damage in Arcade Mode.

KEEP YOUR COOL
Win a fight without reaching 150% on the heat gauge in Arcade Mode.

LIKE A DRUM
Land a 30 hit combo or higher in Arcade Mode.

TIME'S UP
Win 5 matches in Normal or Hard Arcade Mode with 50 seconds or more left.

TROPHIES

- SILVER -

ODE TO JOYSTICK
Complete Hard Standard Arcade Mode.

WHAT'S YOUR STORY
Unlock all character story lines on any difficulty.

- GOLD -

ON THE TALE END
Complete both Story modes on Normal or Hard difficulty.

– Total 90 –

- ranking -

RANKING
Compare scores locally and online. Choose between difficulty levels and characters.

- replay -

REPLAY
Manage saved battle replays, edit, delete and upload to YouTube™.

ROCKIN ANDROID, LLC
DEVELOPMENT TEAM
CREATED BY
Aeju Murasame

PRESENTED BY
Orange_Juice

ENGLISH VERSION PRODUCED BY
Rockin Android, Inc.

EXECUTIVE PRODUCER
Gustav Baron

U.S. PRODUCER
Enrique Galvez
Jody Mahler

DEVELOPMENT SUPPORT
Jody Mahler
Sara Leen

TRANSLATION
Sara Leen
Masayo Sodeyama
Masayuki Arai

COPY-EDITING
Stephen Tang
Adam Milecki
Patrick Whitehorn

PACKAGING / MANUAL DESIGN
Patrick Whitehorn, PanchoArt.com
Jody Mahler

MARKETING & PROMOTION
BAM! Marketing, Publicity & Promotions

SONY ONLINE ENTERTAINMENT, LLC
DEVELOPMENT TEAM

Producer
Micah Loucks

Associate Producer
Oliver J. Smith

QUALITY ASSURANCE

Executive Director, Global Quality Assurance
Tony Rado

Director, Quality Assurance
Rob Thompson

Quality Assurance Assistant Manager
Andrew Lamp

Quality Assurance Supervisors
Ryan Antonelli
Lesly Irwin
Jay Lauterwasser

QA Console Release Supervisor
David R. Curington

Quality Assurance Lead
Eric S. Smith

TRC Lead
Gerzson Pongracz

International QA, Lead
Jesus Lio

International QA, Assistant Lead
Julien Bertaud

International QA
Nikhil Bhowmick
Naoko Breu
Michelle Bruce
Matthias Goehler
Eric Gustafson
Johanna Lopez
David Martin
Alberto Petrozzi
Mayuko Riley
Cristbel York
Birgit Zeus

INTERNATIONAL OPERATIONS

Director, International Operations
Robert McEntee

Senior Project Management
Raymond Nguyen Tan Truong
David J. Kim

Project Management
Tim Erskine
Stephen Rodgers
Douglas Wright

Linguistic Production
Bernard Dambron
Britta Noack
Juan Chiquiza
Anna Dirschinger

Globalization Engineering Manager
Katty Bashir

Globalization Engineering Team
Hirobumi Kurosu
Duy Le
Chris Lee
John Stearns
Cuong Tran

CUSTOMER SERVICE

Executive Director, Global Customer Service
Brad Wilcox

Executive Assistant
Leia Wight

Customer Service Manager, Technical Support
Satao Minami

Customer Service Assistant Manager
Scott Dale

Technical Support Supervisor
Daniel Tucker

Senior Technical Support Representatives
Tony Flores
Dennis Gonzalez
Chris Leisure

Technical Support Representatives
Phillip Robinson
Richard Mobbs
Danny Libby
Eric Tran
Lisa Nelson
Reggie Roberts
Arnold Graham
Darwin Bignoria
Robert Emerick
Stephanie Brown
Cayden Nguyen
Chad Allen
Edward Ranf
Jamison Wright
Jim McDuffie
Kevin Freistroffer
Joseph Hall
Matthew Chadwick

Technical Support Subject Matter Expert
Jeremiah Jackson

SALES AND MARKETING

Vice President, Global Sales & Marketing
Laura Naviaux

Director of Global Brand Marketing
Tim Granich

Associate Brand Manager
Cathy Yeh

Public Relations Specialist
Jordan Fraser

Director, Global Communications
Michelle Sturdivant

Marketing Team
Greg Agius
Jen Belfield
Brian Patience
Andre Padilla
Dylan Bruce
Justin Buell
Chris Vine

Sr. Director, Web Presence
Jacob Robinson

Web Presence Team
Ben Neil
Jennifer Brady
Paul Tighe
Kyle Blackman
Lorren Biffin
Paul Warner
Jose Ciceraro
Joseph Tan

BUSINESS DEVELOPMENT

Vice President, Business Development & In Game Advertising
Louis Figueroa

LEGAL DEPARTMENT

Exec. Vice President of Legal, Business Affairs, and General Counsel
Andy Zaffron

Vice President, Legal and Business Affairs
Steve Weiss

Staff Counsel
Olivia Malmstrom
Jana Rubenstein

Legal Administrator
Melissa Morris

PRODUCT DEVELOPMENT

Director of Artistic Development
Joe Shoopack

Director of Project Management
Bruce A. Ferguson

Director of Operations
Mike Gaylord

Project Manager
Ty Keith

EXECUTIVE STAFF

President
John Smedley

Chief Operating Officer
Russell Shanks

Chief Technology Officer
Richard Lawrence

Vice President of Finance and Chief Financial Officer
Ken Dopher

Executive Assistants
Bianca Diaz
Pam Impson
Christine Lena

SONY COMPUTER ENTERTAINMENT AMERICA
FIRST PARTY QUALITY ASSURANCE (FPQA)

Senior Director, First Party Quality Assurance
Ritchard Markelz

Director, First Party Quality Assurance
Jeff Wilkerson

TEST OPERATIONS

QA Test Manager
Andrew Moore

QA Test Manager, Network and TRC Test Teams
Cruz Garcia

QA Test Supervisor
Sean Valencia

Sr. Quality Assurance Tester
Matt Bolger

Lead Quality Assurance Tester
John Romero
David Paymard

Lab Technician
Vince Loughney

Contingent Game Test Analysts
Craig Francis
Esau Garcia
Kevin Lim
Matthew Gorsuch
Theodore McCoy

James Jaehnig
Gregg Marcus
Christian Aballi
Monica Llanes
Emily Fleuret
Reggie Robertson
Nicholas Postulka
Alan Ng
Gregory Volker

Lead Quality Assurance Testers,
Network Test Team
Paul Flannigan
Greg Hicks

Sr. Quality Assurance Testers,
Network Test Team
Robby Cheverton
Will Cao

Lead Quality Assurance Tester,
TRC Test Team
Chris Scott
Jonathin Morse
Antel Powell
Dan Carrigan

Sr. Quality Assurance Testers,
TRC Test Team
Dave Evans
Matt Morgan
Shaun Distor
Ryan Halvorson

Contingent Game Test Analysts,
TRC Test Team
Nathan Alschbach
Sean Davis
John Elberson
Arthur Gustafson
Bob Jordan
Ryan Page
Joe Petronaci
Shaun Sweeney
Sam Stovold
Callista Tieu
Josh Young

SUPPORT SERVICES GROUP

Manager, Release Management
Eric Ippolito

Manager, Support Services
Matt Harper

Release Manager
Brent Gocke

Associate DevSuite Web Admin
John Hirai

SONY COMPUTER ENTERTAINMENT AMERICA

FIRST PARTY QUALITY ASSURANCE (FPQA)

Sr. Director, First Party Quality Assurance
Ritchard Markelz

Director, First Party Quality Assurance
Jeff Wilkerson

TEST OPERATIONS

QA Test Manager
Andrew Moore

QA Test Manager,
Network and TRC Test Teams
Cruz Garcia

QA Test Supervisor
Sean Valencia

Lead Quality Assurance Testers
John Romero, David Paymard, Brian Nolan

Sr. Quality Assurance Tester
Matt Bolger

Lab Technician
Vince Loughney

Contingent Game Test Analysts
Theodore McCoy, Kevin Lim,
Spencer Skoglund and Jack Gordon

Lead Quality Assurance Testers,
Network Test Team
Paul Flannigan, Greg Hicks

Sr. Quality Assurance Testers,
Network Test Team
Robby Cheverton, Will Cao

Lead Quality Assurance Tester,
TRC Test Team
Chris Scott, Jonathin Morse,
Antel Powell, Dan Carrigan

Sr. Quality Assurance Testers, TRC Test Team
Dave Evans, Matt Morgan,
Shaun Distor, Ryan Halvorson

Contingent Game Test Analysts, TRC Test Team
Nathan Alschbach, Sean Davis, John Elberson, Arthur Gustafson, Bob Jordan, Ryan Page, Joe Petronaci, Shaun Sweeney, Sam Stovold,
Callista Tieu, Josh Young

SUPPORT SERVICES GROUP

Manager, Release Management
Eric Ippolito

Manager, Support Services
Matt Harper

Release Manager
Brent Gocke

Associate DevSuite Web Admin
John Hirai

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your system and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license. PlayStation 3 system is a registered trademark and PS3 is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. SIXAXIS is a trademark of Sony Computer Entertainment Inc. © 2008 Sony Computer Entertainment Inc.

Acceleration of SUGURI X-Edition, © 2009 Orange_Juice, © Kanagawa-denshigijutsu-kenkyusho, © 2010 Rockin Android, Inc. Portions of this software are © 2006-2010 Sony Online Entertainment LLC. SOE and the SOE logo are registered trademarks of Sony Online Entertainment LLC. PlayStation and the PS Family logo are registered trademarks and PS3 and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc. SONY and make.believe are trademarks of Sony Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are properties of their respective owners. All rights reserved.

Unauthorized copying, reverse engineering, transmission and public performance of any contents from these games and soundtracks is strictly prohibited.

www.soe.com | www.rockinandroid.com | www.sugurigame.com | support@rockinandroid.com

Choose from 4 Stunning Titles
NOW on the PlayStation®Network!

GUNDEMONIUM COLLECTION

CRESCENT PALE MIST
クレセントペールミスト

QLIONE EVOLVE

acceleration of SUGURI X
マクセラレーション オブ スグリ
EDITION

© 2010 Rockin' Android, Inc. © 2009-2010 Rockin' Android, Inc. Portions of this software are © 2006-2010 Sony Online Entertainment LLC. SOE and the SOE logo are registered trademarks of Sony Online Entertainment LLC. "PlayStation" and the "PS" Family logo are registered trademarks and "PS3" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc. "SONY" and "make.believe" are trademarks of Sony Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are properties of their respective owners. All rights reserved.

PS3 PlayStation.3 PlayStation.Network SOE SONY ONLINE ENTERTAINMENT ROCKIN' ANDROID